ECE224L : Teaching STEAM

This course will focus on designing, implementing, and evaluating appropriate activities and environments for children infant to age 8 with a focus on blocks, math, science, woodworking, and technology with literacy and art concepts integrated into each area. Emphasis will be on the concrete, practical application of different philosophies, theories, and current research that is manifested in various curriculum models in early childhood education. Students will dialogue and reflect together as they explore the cycle Emphasis will be on planning stimulating, age-appropriate classroom and outdoor learning environments that encourage child-initiated discovery and act as a tool in behavior management. These environments will be child and family friendly, barrier free, inclusionary, and meet state regulatory requirements. Students will learn about and apply successful attributes of documentation that make their learning and children's learning visible.

Credits 3
Lab Hours 0
Class Hours 3